

# Cindervale Alchemist

## *Player's Handbook*

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Classes, Prestige Paths, Locations, Factions & Game Systems

**Version 5.3 — Tidecrest Expansion**



# Table of Contents

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## **Chapter 1: Game Overview**

Core mechanics, day cycle, and progression

## **Chapter 2: Races**

Six playable races and their skill bonuses

## **Chapter 3: Ability Scores & Skills**

Stats, skills, and how checks work

## **Chapter 4: Base Classes**

Six classes with full feature tables and specializations

## **Chapter 5: Prestige Classes**

Eight advanced multiclass paths

## **Chapter 6: Locations & Regions**

Cindervale, Ashfall Crossing & Tidecrest Harbor

## **Chapter 7: Factions & Alignment**

Reputation tiers, quest chains, and alignment bonuses

## **Chapter 8: Core Systems**

Brewing, enchanting, foraging, staff, and more

## **Chapter 9: The Hollow March**

Endgame invasion and crisis system

## **Chapter 10: Pass the Torch**

Legacy system and lineage bonuses

# Chapter 1: Game Overview

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Cindervale Alchemist is a fantasy workshop management RPG. You play an alchemist who arrives in a frontier settlement, builds a workshop, and grows a business through brewing potions, enchanting equipment, foraging ingredients, researching recipes, and managing staff.

## The Core Loop

Forage ingredients → Brew potions → Sell to customers → Earn gold & XP → Level up → Unlock recipes & features → Upgrade workshop → Build faction reputation → Face the Hollow March

The game is structured around a **day cycle**. Each day you have Energy to spend on activities — brewing, foraging, enchanting, researching, or managing your workshop. When you rest, the day advances and a morning report shows overnight results.

The game features 3 locations, 149 recipes, 122 enchantments, 6 base classes with 18 specializations, 8 prestige classes, and 11 factions.

# Chapter 2: Races

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Your race provides a permanent skill bonus that shapes your early game. Choose based on your intended playstyle.

## **Human** — +1 persuasion, +1 networking

Versatile and adaptable. Humans thrive in any discipline.

*"Humans can talk their way into — or out of — just about anything. Centuries of living alongside every other race tends to sharpen the social instincts."*

## **Halfling** — +1 haggling

Small but resourceful, with a supernatural knack for commerce.

*"Something about those big, earnest eyes makes even the most hardened merchant drop their prices. Halflings have elevated the art of the deal to a cultural institution."*

## **Elf** — +1 research

Ancient and perceptive, with centuries of accumulated knowledge.

*"When you've had four hundred years to read, you develop an instinct for where the answers hide. Elven scholars don't just study — they remember."*

## **Dwarf** — +1 precision

Stout and industrious. Master crafters of stone, metal, and reagent.

*"Dwarven hands were made for delicate work — a paradox their thick fingers seem to defy. Every measurement exact, every cut clean. It's in the blood."*

## **Goliath** — +1 endurance

Towering and tireless. Built like a mountain and twice as stubborn.

*"Goliaths simply don't tire. Where others flag by afternoon, a Goliath is just getting warmed up. More hours, more work, more everything."*

## **Dragonborn** — +1 inscription

Draconic heritage carries an innate affinity for runic magic.

*"The old draconic tongue is the root language of all enchantment runes. Dragonborn don't learn inscription — they remember it, the way you remember how to breathe."*

# Chapter 3: Ability Scores & Skills

You have 6 ability scores. During creation, distribute points across them. **Modifier = (score - 10) / 2**, rounded down. Skills use their stat modifier plus rank bonuses.

## Ability Scores

**Creativity** — Governs improvisation and experimental brewing. Key stat for Alchemist.

**Intuition** — Governs attunement and divination. Key stat for Warden.

**Acumen** — Governs research, analysis, and inscription. Key stat for Scholar and Enchanter.

**Technique** — Governs precision and refinement. Key stat for Artificer.

**Commerce** — Governs persuasion, networking, and haggling. Key stat for Merchant.

**Discipline** — Governs endurance, focus, and danger sense. Key stat for combat checks.

## Skills

**Skill Ranks:** Untrained (0) → Novice (1) → Adept (2) → Expert (3). Higher ranks multiply your proficiency bonus on checks. Skill points are earned at each level-up.

**Improvisation** (CRE) — Adds to your d20 craft roll for CRE-based recipes (Spore Bomb, Forge Catalyst, etc). Each rank adds your proficiency bonus to the check.

**Aesthetics** (CRE) — +2g per rank to potion sell & shelf price. +2 XP per rank when brewing. +3g per rank on enchanting customer rewards.

**Innovation** (CRE) — +6% per rank to Research study discovery chance (base 20%, cap 65%). Stack with Research skill for maximum discovery rate.

**Adaptation** (CRE) — +rank bonus to craft checks on recipes you've brewed 5 or fewer times. Also +rank to Experiment Bench checks. Rewards trying new recipes.

**Attunement** (INU) — Adds to your d20 craft roll for INU-based recipes (Healing Salve, Ashveil Tonic, Celestial Balm, etc). Each rank adds your proficiency bonus.

**Danger Sense** (INU) — Rank×12% chance to completely avoid negative expedition events (item loss, time loss). The event still narrates but you dodge the penalty.

**Arcane Sensitivity** (INU) — Full rank modifier added to your Inscription check when enchanting customer items. Stacks with Focus and Inscription skill.

**Divination** (INU) — Rank×8% chance per successful foraging hour to find +1 bonus ingredient from the region's full ingredient list (ignoring the normal pick-3 limit).

**Lore** (ACU) — +rank×4 bonus XP on every quest and board request turn-in. At rank 4+, Research study sessions cost 1 hour instead of 2.

**Research** (ACU) — Adds to d20 craft roll for ACU-based recipes. +4% per rank to Research discovery chance. +20 bonus XP on experiments at rank 2+.

**Appraisal** (ACU) — +rank×2g on enchanting customer rewards. +rank to ingredient sell price. Stacks with Haggling (which helps buy prices and potion sales).

**Analysis** (ACU) — Rank×5% chance per craft check to auto-succeed (treated as natural 20 for double-batch purposes). At rank 3: 15% of crafts auto-succeed.

**Precision** (TEC) — Adds to your d20 craft roll for TEC-based recipes (Firebrew, Embersteel Oil, etc). Each rank adds your proficiency bonus to the check.

**Inscription** (TEC) — THE enchanting skill — this is your d20 roll when inscribing enchantments on customer items. Higher ranks directly increase success rate.

**Extraction** (TEC) — THE foraging skill — this is your d20 roll each expedition hour. Determines whether you find resources. Higher ranks dramatically increase yield.

**Refinement** (TEC) — Rank×6% chance when crafting any potion to produce a bonus extra at no additional ingredient cost. At rank 3: 18% free potion chance.

**Haggling** (COM) — -rank/2 off shop buy prices. +rank to potion sell & shelf price. +2% per rank to overnight shelf sale chance.

**Persuasion** (COM) — All faction reputation gains multiplied by (1 + rank×4%). At rank 5: +20% to all rep gains from quests and events.

**Networking** (COM) — Increases the number of potion orders and enchantment customers generated each morning. More customers = more gold opportunities.

**Procurement** (COM) — Each morning, rank×5% chance per rare ingredient (from tier 3+ regions) to appear in the shop at 2× base price. Pay premium to skip expeditions.

**Endurance** (DIS) — Rank×5% chance that any action costs 0 Energy. At rank 3: also +1 Energy/day. Rewards investment in stamina without breaking the economy.

**Efficiency** (DIS) — -1 expedition travel hour at rank 2+ (minimum 1h). Additionally rank×3% chance per foraging hour to gain a bonus gathering hour.

**Stockpiling** (DIS) — +rank×2 to max shop shelf capacity. Rank×10% chance to recover all ingredients on a failed craft. Pairs well with risky high-DC recipes.

**Focus** (DIS) — +rank/2 (rounded down) added to Inscription enchanting check. Stacks with Arcane Sense and Inscription skill.

# Chapter 4: Base Classes & Specializations

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There are 6 base classes. Choose one at character creation, then multiclass into others at level-up. Each has 10 levels of features and 3 specialization paths unlocking at class level 3.

# Alchemist



**Primary Stat:** Intuition

**Proficiencies:** Attunement, Improvisation

Brew potions, the core craft loop

## Class Features

Lv	Feature	Description
1	<b>Potion Crafting</b>	Begin your alchemical journey. +1 craft bonus and 10% ingredient save chance.
2	<b>Ingredient Sense</b>	+1 to all craft checks. +1 extraction bonus from heightened reagent awareness.
3	<b>Specialization</b>	Choose a specialization path. +5% ingredient save chance.
4	<b>Efficient Brewing</b>	15% chance to save one ingredient per brew.
5	<b>Double Batch</b>	25% chance to produce 2x potions on success.
6	<b>Intuitive DC</b>	Craft checks can't roll below 5. 10% lucky brew chance for bonus potions.
7	<b>Master Brewer</b>	+2 to all craft checks (stacks). Unlock one legendary recipe.
8	<b>Reagent Attunement</b>	Foraging may yield bonus ingredients attuned to your most-brewed recipe. +15% ingredient efficiency on all crafts.
9	<b>Perfected Art</b>	Craft failures on recipes brewed 10+ times produce a lesser version instead. Once per day, reroll a failed craft.
10	<b>Magnum Opus</b>	Your 3 most-brewed recipes auto-succeed at Masterwork quality. Once per day, brew any recipe mastered 20+ times with zero ingredients. Alchemy flows through you like breathing.

# Alchemist Specializations (Choose at Class Level 3)

## Apothecary

Unique Mechanic: Clinic. Patients arrive daily with ailments that must be diagnosed and treated with the right healing potion. Successful treatments earn XP, gold, and reputation. Higher Apothecary levels improve diagnosis accuracy. At Lv10, you brew one free Healing Salve each morning automatically.

Lv	Feature	Description
3	Healer's Touch	Healing potions are 2x value/XP. Healing recipes -2 DC.
6	Panacea	Unlock multi-cure recipes. Healing potions also restore morale to staff.
10	Miracle Worker	Clinic patients auto-diagnosed on arrival. Clinic treatments pay 3x gold and XP. Once per day, perform a Miracle Cure on any patient regardless of potion requirements (5x reward). All healing potions have 50% chance to produce a bonus Masterwork copy.

## Transmuter

Unique Mechanic: Transmutation Lab. Convert ingredients between types at a 2:1 ratio (improving to 1:1 at Lv10). Select a source ingredient and target, spending multiples of one to create another. At higher levels you can transmute faction-specific resources and convert potions between types.

Lv	Feature	Description
3	Efficient Transmutation	Can convert ingredients at 2:1 ratio. Unlock transmutation recipes.
6	Lead to Gold	Transmute faction-specific ingredients. Convert potions between types.
10	Philosopher's Stone	1:1 ingredient conversion. Transmutations cost 0 hours.

## Venomist

Unique Mechanic: Venom Contracts. Shady clients post poison contracts offering premium gold for specific volatile brews. The Venom Lab on your workshop screen shows available contracts with deadlines and rewards. Craft bonuses scale with level, and failures at Lv10 still produce lesser venoms.

Lv	Feature	Description
3	Volatile Mixtures	Unlock offensive/volatile recipes. Poisons sell 2x to local guard factions. +2 craft bonus on volatile recipes.
6	Concentrated Dose	Brew with deadly precision. +20% double batch chance. +2 craft bonus.
10	Plague Doctor	Legendary venom recipes. +3 craft bonus. 30% double batch on volatile brews. Craft failures produce lesser venoms. Venom contracts pay 3x base price. Unlock 2 legendary poisons that reduce specific threat levels by 15 when brewed.

# Enchanter



**Primary Stat:** Creativity

**Proficiencies:** Inscription, Arcane Sensitivity

Inscribe runes, premium gold from customers

## Class Features

Lv	Feature	Description
1	<b>Inscribe Enchantment</b>	Can enchant customer items. Gain proficiency in Inscription and Arcane Sensitivity. +1 inscription, material cost -1.
2	<b>Mana Flow</b>	+1 to all inscription checks. Enchanting material cost reduced by 1 (min 1).
3	<b>Specialization</b>	Choose a specialization path. +5 inscription bonus.
4	<b>Arcane Mastery</b>	+8% enchant success chance. See customer satisfaction hints.
5	<b>Dual Inscription</b>	Apply 2 enchantments to a single customer item (second at +3 DC).
6	<b>Resonance</b>	Enchanting customers pay 25% more gold. Unlock 2 new enchantment patterns.
7	<b>Overcharge</b>	Natural 20 inscription = "Masterwork" enchantment worth 3x gold.
8	<b>Archmage</b>	DC 12 and below enchantments auto-succeed. +2 inscription (stacks).
9	<b>Rune Library</b>	Know all enchantment patterns regardless of faction requirements.
10	<b>Reality Weaver</b>	Inscription mastery: +12 flat bonus, +50% gold from enchanting. Crits on 17+.

# Enchanter Specializations (Choose at Class Level 3)

## Runesmith

Unique Mechanic: Runesmith Forge. A dedicated forging station appears in your workshop where you can craft magical weapons. Each day you get a limited number of forge uses (1 at Lv3, scaling to 3 at Lv10). Forged weapons sell at premium prices and weapon enchantments get bonus value.

Lv	Feature	Description
3	<b>Battle Runes</b>	Weapon/martial enchantments +25% value. -1 DC on weapon runes.
6	<b>Runic Mastery</b>	All enchantment material costs -1. Can re-enchant failed items same day.
10	<b>Legendary Arms</b>	Artifact-grade weapon enchantments. Martial enchants worth 3x gold.

## Wardkeeper

Unique Mechanic: Shield Commissions. Defensive enchantment orders arrive from clients needing warded armor and shields. The commission system tracks your active orders with deadlines. Inscription bonuses stack for defensive work, and at Lv10 permanent wards auto-succeed at DC 15.

Lv	Feature	Description
3	<b>Wards</b>	Defensive enchantments +50% value. +2 to defensive inscription checks.
6	<b>Layered Wards</b>	Can apply 3 enchantments to armor items. 40% chance to save materials on enchant success.
10	<b>Unbreakable</b>	Permanent wards that never fade. Defensive enchants auto-succeed DC 15. Shield commissions pay 3x gold. Once per day, apply a Fortress Ward to the settlement — reduces all threats by 5 for 3 days.

## Spellweaver

Unique Mechanic: Planar Attunement. Attune to extraplanar power sources that modify your enchantments with exotic effects. The Planar Focus interface lets you select and channel different planar energies. At Lv10, Planar Convergence lets you combine two enchantment types into a single inscription.

Lv	Feature	Description
3	<b>Exotic Inscriptions</b>	Utility/exotic enchantments unlocked. +2 to exotic inscription checks.
6	<b>Planar Weave</b>	Extraplanar power sources. Exotic enchants worth 2x and attract special customers.
10	<b>Planar Convergence</b>	Impossible enchantments. Can combine two enchant types into one inscription.

# Artificer



**Primary Stat:** Technique

**Proficiencies:** Precision, Refinement

Optimize everything, salvage failures

## Class Features

Lv	Feature	Description
1	<b>Technical Crafting</b>	+1 to TEC-based craft checks. Gain proficiency in Precision and Refinement.
2	<b>Salvage</b>	Recover 50% of ingredients on craft failure (rounded up).
3	<b>Specialization</b>	Choose a specialization path. +10% salvage on failures.
4	<b>Calibration</b>	-1 DC for recipes you've brewed 3+ times. Auto-succeed DC 8 and below.
5	<b>Overclock</b>	Workshop upgrades provide 50% more of their numerical bonuses.
6	<b>Production Line</b>	Batch brew: +10% success rate per item after the first.
7	<b>Prototype</b>	Once per day, reroll a failed craft. +15% discovery chance from research.
8	<b>Grand Artificer</b>	Unlock legendary device recipes. Workshop upgrade costs -25%.
9	<b>Systematic Mastery</b>	Batch brew cap +3. All batch brews show individual roll results.
10	<b>Masterwork Engine</b>	Two free 0-hour crafting actions per day. Batch size +2. 100% salvage on failures. Workshop upgrades cost -30% and provide double their normal bonuses. Your workshop is a precision engine.

## Artificer Specializations (Choose at Class Level 3)

### Tinkerer

Unique Mechanic: Gadget Workshop. Craft utility gadgets from blueprints that provide passive bonuses when equipped. Gadgets can be upgraded through marks (Mk I, Mk II, etc.) for stronger effects. The gadget panel shows your active devices and their bonuses to crafting, foraging, and research.

Lv	Feature	Description
3	<b>Gadgeteer</b>	Craft utility gadgets for passive bonuses. +2 to ACU-based checks.
6	<b>Swiss Army</b>	Gadgets provide multiple benefits. +15% batch brew success. Workshop upgrades cost -15%.
10	<b>Masterwork Tools</b>	Legendary utility tools. All craft DCs -2 permanently. 90% salvage on failure. Gadgets can be upgraded indefinitely beyond mark caps (+1 power per extra mark). Equip 2 gadgets simultaneously.

### Constructor

Unique Mechanic: Blueprint Drafting. Draft and build custom workshop structures from blueprints. Each blueprint requires a drafting phase (research) followed by a construction phase (staff assignment). Completed blueprints provide unique workshop bonuses not available through normal upgrades.

Lv	Feature	Description
3	<b>Workshop Pro</b>	Workshop upgrades cost 50% less gold. +2 to DIS checks.
6	<b>Assembly Floor</b>	Can batch craft 2 different recipes simultaneously. Staff efficiency +20%.
10	<b>Master Builder</b>	Unlock 3 legendary blueprints: Alchemical Forge (auto-brews your most profitable recipe each morning), Crystal Greenhouse (produces 1 random rare ingredient daily), Arcane Conduit (+2 Energy per day permanently). All construction completes in half time.

### Reclaimer

Unique Mechanic: Salvage System. Failed brews and enchantments return a percentage of ingredients instead of losing everything. The salvage rate increases with level (75% at Lv3, 100% at Lv10). At Lv6 you can deconstruct finished potions back into ingredients. Spoiled ingredients produce Alchemical Residue.

Lv	Feature	Description
3	<b>Zero Waste</b>	75% salvage on failure. Break down potions. 50% of spoiled ingredients become Alchemical Residue.
6	<b>Deconstruct</b>	Break any item into component ingredients. Failed enchants return all materials.
10	<b>Perfect Reclamation</b>	One free craft per day (no ingredients consumed). Deconstruction yields 150%.

# Scholar



**Primary Stat:** Acumen

**Proficiencies:** Research, Lore

Research, discovery, XP acceleration

## Class Features

Lv	Feature	Description
1	<b>Research Study</b>	Can conduct research studies to discover recipes. Gain proficiency in Research and Lore. +5% discovery chance.
2	<b>Speed Reader</b>	One free research study per day (no hour cost). +10% base discovery chance.
3	<b>Specialization</b>	Choose a specialization path. +5% discovery chance.
4	<b>Eureka!</b>	Experiments: +15% discovery chance. On discovery, show recipe stat/DC info.
5	<b>Academic Network</b>	+15% XP from all sources. +1 free research study per day (2 total).
6	<b>Cross-Reference</b>	Experiment Bench shows hints based on how close your combination is.
7	<b>Thesis Defense</b>	+3 to all ACU-based checks. Research can discover enchantment patterns too. +1 bonus skill point per level.
8	<b>Grand Theorem</b>	+25% discovery chance from all sources. See full ingredient tables for explored regions.
9	<b>Polymath</b>	+1 rank in every skill where you have 0 ranks. Baseline competence in everything.
10	<b>Omniscience</b>	Know all recipes. Experiment Bench shows exact results. +2 craft bonus from deep knowledge. +30% XP from all sources. Publish theoretical papers for passive gold.

## Scholar Specializations (Choose at Class Level 3)

### Theorist

Unique Mechanic: Published Papers. Spend research hours writing academic papers that generate passive gold income over time. Papers earn more as they accumulate citations. Peer Review at Lv6 boosts research discovery rates. At Lv10, all research auto-discovers new recipes.

Lv	Feature	Description
3	Published Research	2x XP from research and experiments. Can publish papers for passive gold.
6	Peer Review	Research studies have +20% discovery chance. Papers earn more over time.
10	Grand Unified Theory	Research sessions produce 2 discoveries instead of 1. Papers earn faction reputation for the discovered recipe's faction. After 10 papers: permanent +1 craft. After 25: +2. After 50: +3. Your academic legacy compounds.

### Naturalist

Unique Mechanic: Field Journal. Document ecological observations during foraging expeditions. Journal entries accumulate as you explore different regions and discover ingredients. Completed journal sets unlock discovery bonuses and region-specific recipes. Foraging XP scales significantly with level.

Lv	Feature	Description
3	Field Guide	See full ingredient tables for explored regions. Experiments with foraged ingredients get +15% discovery.
6	Ecological Insight	Research discovers region-specific recipes. +20% XP from foraging and experiments.
10	Nature's Library	Every expedition yields 1 bonus hidden-area ingredient (even unmapped areas). Seasonal ingredients available in all seasons. Once per day, commune to reveal the highest-yield region. Field Journal entries grant permanent +2 craft bonus for documented ingredients.

### Archivist

Unique Mechanic: Lore Fragments. Discover ancient lore fragments during quests and research. Fragments form chains that, when completed, grant permanent passive bonuses. The Lore Archive tracks your collection and shows incomplete chains. Board quests refresh more often and reward bonus reputation.

Lv	Feature	Description
3	Deep Records	Quest log shows hidden objectives. +30% quest XP.
6	Master Index	Board quests refresh twice daily. Quest chains unlock earlier.
10	Living Archive	Completed lore chains grant permanent +1 to a stat of your choice (up to 3 total). Quest turn-ins have 25% chance to also reward a lore fragment. Board quests refresh 3x daily with at least one rare-ingredient quest. Faction alignment bonuses are 50% stronger.

# Merchant



**Primary Stat:** Commerce

**Proficiencies:** Haggling, Networking

Gold generation, staff, shop mastery

## Class Features

Lv	Feature	Description
1	<b>Shopkeeping</b>	Enhanced shop front. Shelf sale chance +10%. Gain proficiency in Haggling and Networking.
2	<b>Bargain Hunter</b>	Shop buy prices -15%. Sell prices +10%.
3	<b>Specialization</b>	Choose a specialization path. +5% sell bonus.
4	<b>Staff Manager</b>	+1 max apprentice slot. Staff gain +10% efficiency.
5	<b>Trade Routes</b>	Passive income doubled. Shop restocks 2 additional rare items daily. +25% shelf capacity.
6	<b>Reputation Precedes You</b>	All faction reputation gains +25%. Faction vendors offer 10% discount.
7	<b>Golden Tongue</b>	Enchanting/potion customers pay 20% more. +1 customer per morning.
8	<b>Trade Empire</b>	Staff efficiency +30% (stacks). +1 max apprentice. Payroll -25%.
9	<b>Connections</b>	Commission 1 specific rare ingredient per day at 3x price (guaranteed).
10	<b>Trade Empire</b>	Staff perform 2 tasks simultaneously. All customers pay double. +2 premium customers each morning at 3x price. Once per day, conjure any ingredient into your shop at standard price — your network reaches everywhere.

# Merchant Specializations (Choose at Class Level 3)

## Guildmaster

Unique Mechanic: Staff Training. Assign apprentices to focused training sessions that boost their specific stats over multiple days. The training interface lets you pick which stat to develop. Staff gain XP 50% faster, and at higher levels you hire from an expanded pool with better base stats.

Lv	Feature	Description
3	<b>Training Program</b>	Staff gain XP 50% faster. Can assign staff to skill training.
6	<b>Guild Network</b>	Hire from expanded pool. Staff have higher base stats.
10	<b>Grand Guildmaster</b>	Hire up to 8 staff. Staff salary costs halved. Max-level staff gain a Mastery trait doubling their task efficiency. Once per week, a Legendary Apprentice applies (starts Lv3, 2 positive traits, no negatives).

## Diplomat

Unique Mechanic: Faction Harmony. Build diplomatic bridges between faction pairs, creating harmony bonuses that benefit both sides. The harmony system tracks relationships you have brokered. Cross-faction quests become available, and faction rep gains are doubled across the board.

Lv	Feature	Description
3	<b>Embassy</b>	Double faction rep gains. Faction NPCs offer unique dialogue and quests.
6	<b>Trade Agreements</b>	Exclusive faction vendors with rare stock. Cross-faction quests.
10	<b>Grand Alliance</b>	Allied with all factions simultaneously. Faction vendors stock legendary items.

## Fence

Unique Mechanic: Black Market. Sell potions through underground channels at 2x price (3x at Lv10), but with a risk of confiscation where you lose both goods and gold. Risk decreases with level until you become Untouchable at Lv10 with zero confiscation chance. Smuggling side-quests also become available.

Lv	Feature	Description
3	<b>Black Market</b>	Sell potions/enchantments at 2x price with risk of confiscation.
6	<b>Underground Network</b>	Special black market customers. Reduced confiscation risk.
10	<b>Untouchable</b>	Zero confiscation risk. Black market prices 3x. Smuggling side-quests.

# Warden



**Primary Stat:** Discipline

**Proficiencies:** Extraction, Endurance

Foraging mastery, energy efficiency, endurance

## Class Features

Lv	Feature	Description
1	Trailblazer	-1 travel time to all regions (min 0). Gain proficiency in Extraction and Endurance.
2	Enduring Spirit	+1 Energy per day. Weather penalties halved.
3	Specialization	Choose a specialization path. +1 extraction bonus.
4	Iron Constitution	Immune to expedition events that cost time. Power through danger.
5	Expert Forager	Critical extraction (nat 20) yields 3x ingredients. Successes yield +1 bonus.
6	Deep Mapping	Forage a second region in same expedition at -2 hours.
7	Wilderness Mastery	+2 extraction bonus. Positive expedition events 2x more likely. 15% chance of bonus rare find per hour.
8	Expedition Commander	Staff foraging yields +40%. Staff gain XP 25% faster.
9	Indomitable	+3 extraction bonus. +1 bonus ingredient per successful extraction. Failed extractions still yield 1 common ingredient.
10	Legend of the Wild	All travel times become 0. +50% foraging yields. Overnight foraging.

## Warden Specializations (Choose at Class Level 3)

### Ranger

Unique Mechanic: Wild Companions. Befriend wild creatures during foraging expeditions. Companions perform daily actions: gathering ingredients, scouting regions, or guarding your workshop. Loyalty grows over time, unlocking stronger abilities. At Lv10, companions perform a second daily action.

Lv	Feature	Description
3	Tracker	Target ingredients without yield penalty. Befriend wild creatures.
6	Pathfinder	Discover hidden sub-regions with unique ingredients. Creature bonuses grow.
10	Apex Predator	Companions perform 2 actions per day. Your highest-loyalty companion gains a Legendary ability unique to its type. Once per day, send a companion on a solo expedition that returns ingredients without costing you Energy.

### Quartermaster

Unique Mechanic: Supply Chains. Establish trade partnerships with ingredient suppliers who deliver goods automatically on a schedule. Manage caravan runs to different regions for bulk delivery. Partners level up through completed runs, improving quantity and adding rare ingredients.

Lv	Feature	Description
3	Supply Chain	Workshop storage doubled. Ingredient efficiency +25%. Spoilage threshold +4.
6	Logistics Master	Auto-sort ingredients. Batch foraging. Free supply chain maintenance. Supply chain deliveries exempt from spoilage.
10	War Room	Fully automated ingredient management. Foraging yield +100%. Spoilage threshold +8.

### Sentinel

Unique Mechanic: Night Expeditions. After resting, send your character on a bonus night foraging run with extra gathering hours but increased danger. At Lv6, set traps for guaranteed rare finds. At Lv10, build permanent outposts for daily passive ingredient income.

Lv	Feature	Description
3	Night Watch	Night expeditions: +4 bonus gathering hours, increased danger.
6	Trap Setter	Set traps for guaranteed rare ingredient finds. Night danger reduced.
10	Eternal Vigil	Night expeditions last 6 hours with drastically reduced danger. All threats passively decay by 3 per day from your patrols alone. Once per day, launch a Preemptive Strike: spend 2 Energy to reduce any threat by 20 and earn XP/gold. You are the settlement's shield.

# Chapter 5: Prestige Classes

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**Prestige Unlock:** Reach level 3 in two different base classes. Each prestige class has 5 levels. Leveling a prestige class also advances one parent base class simultaneously.

# Cartographer



**Requirements:** {'warden': 3, 'scholar': 3}

Explorer-scholar who maps hidden regions containing unique ingredients.

## Prestige Features

Lv	Feature	Description
1	<b>Hidden Paths</b>	Discover secret sub-areas within known regions with unique ingredients. 25% chance per forage hour.
2	<b>Detailed Maps</b>	Hidden area discovery chance +15%. Mapped areas yield +1 bonus ingredient.
3	<b>Cartographer's Insight</b>	See all ingredients in a region before committing to forage. +10% XP from foraging.
4	<b>Pathfinder's Network</b>	Staff foraging uses your mapped paths: +25% staff forage yield.
5	<b>Legendary Atlas</b>	Discover the Heartforge's hidden chambers. Unique legendary ingredients only you can access.

# Spellbrewer



**Requirements:** {'alchemist': 3, 'enchanter': 3}

Creates infused potions that combine brewing and enchanting effects.

## Prestige Features

Lv	Feature	Description
1	<b>Infusion Novice</b>	Unlock Vigor and Clarity infusions. 2 infusions per day. Catalyst: any ingredient with 5+ stock.
2	<b>Resonant Brew</b>	Unlock Fortify infusion. Infusion DC penalty reduced by 1. 3 infusions per day.
3	<b>Essence Weaver</b>	Unlock Prosperity infusion. 25% chance catalyst is preserved. 4 infusions per day.
4	<b>Arcane Distiller</b>	Unlock Lingering infusion. Catalyst always preserved on Masterwork+ brews. 5 infusions per day.
5	<b>Grand Spellbrewer</b>	Stack two infusions on one brew (double catalyst). Infused shelf potions attract +1 daily customer.

# Magitech Engineer



**Requirements:** {'artificer': 3, 'enchanter': 3}

Builds magical automata that perform workshop tasks autonomously.

## Prestige Features

Lv	Feature	Description
1	Automaton Frame	Build a basic automaton (1 active). Performs one task per day at 60% efficiency.
2	Improved Servos	Automaton efficiency +20%. Can assign to brew, forage, or shopkeep.
3	Second Automaton	+1 automaton slot (2 total). Automata gain XP and level up like staff.
4	Enchanted Core	Automata can perform enchanting tasks. Efficiency +20% (total 100%).
5	Master Construct	+1 automaton (3 total). Automata can perform prestige tasks. Self-repairing.

## Brand Master



**Requirements:** {'merchant': 3, 'alchemist': 3}

Creates named product lines that build customer loyalty and premium pricing.

## Prestige Features

Lv	Feature	Description
1	<b>First Label</b>	Create 1 brand with up to 2 recipes. Branded potions +10% sell. Brand levels up with sales.
2	<b>Brand Recognition</b>	Brands hold 3 recipes. +5 aligned faction rep per 10 branded sales. Sales tracker UI.
3	<b>Product Line</b>	2nd brand slot. Brand orders appear (2x price). Branded shelf potions +10% sell chance.
4	<b>Premium Label</b>	Brands hold 4 recipes. Famous tier unlocks (+60% sell). Branded MW+ potions extra +25%.
5	<b>Legendary Brand</b>	3rd brand slot. Famous brands attract collectors trading rare ingredients. 25% brand rep carries through torch.

# Wildcrafter



**Requirements:** {'warden': 3, 'alchemist': 3}

Brews potions in the field using fresh ingredients for bonus potency.

## Prestige Features

Lv	Feature	Description
1	<b>Field Alchemy</b>	1 field brew per expedition from your haul. Fresh potions sell at 1.2x. Standard quality only.
2	<b>Fresh Reagents</b>	2 field brews. Fresh 1.3x. Fine quality field brewing. +1 bonus ingredient per expedition.
3	<b>Wilderness Recipes</b>	3 field brews. Fresh 1.4x. Unlock 3 field-only recipes (Vitality Draught, Trailblazer Tonic, Wilderness Elixir).
4	<b>Master Fieldcrafter</b>	3 field brews. Fresh 1.5x. Masterwork field brewing. 15% double batch chance.
5	<b>Living Apothecary</b>	4 field brews. Auto-suggests best potion. Legendary field-only recipe: Essence of the Wild.

# Antiquarian



**Requirements:** {'scholar': 3, 'merchant': 3}

Discovers and appraises mysterious relics for massive profit or permanent bonuses.

## Prestige Features

Lv	Feature	Description
1	<b>Relic Sense</b>	15% relic find chance per expedition hour. Appraise interface unlocked (1 Energy, Acumen check).
2	<b>Keen Appraisal</b>	25% find chance. +3 appraisal bonus. See relic rarity before appraising.
3	<b>Collector's Network</b>	Sell appraised relics at 3x value. Museum display unlocked. Collection set bonuses active.
4	<b>Relic Expertise</b>	35% find chance. Auto-identify (no check). Staff can do Relic Hunt tasks.
5	<b>Grand Collection</b>	Complete all 5 sets for +10g/morning museum income. Legendary relics in diff 4+. Set bonuses doubled.

# Siege Engineer



**Requirements:** {'warden': 3, 'artificer': 3}

Builds outposts that gather ingredients and suppress external threats.

## Prestige Features

Lv	Feature	Description
1	Field Outpost	1 outpost slot. Gathers 2 ingredients/morning. Suppresses nearby threats (-3/day).
2	Fortified Outpost	2 slots. Gathering +1 (3/morning). -4 suppression. +1 forage yield at outpost regions.
3	Processing Station	3 slots. Assign 1 auto-brew recipe per outpost from stored ingredients.
4	Supply Depot	3 slots. Gathering +1 (4/morning). -5 suppression. Auto-brewed potions stock to shelves.
5	Fortress Network	4 slots. Upgrade one outpost to a fortress (caps one threat at 50). Outposts share storage.

# Arcanist



**Requirements:** {'scholar': 3, 'enchanter': 3}

Researches and designs entirely new custom enchantment patterns.

## Prestige Features

Lv	Feature	Description
1	<b>Pattern Research</b>	Spend 2h to research a new enchantment pattern. Choose effect type and power level.
2	<b>Refined Patterns</b>	Custom enchantments get +2 inscription bonus. Can name your creations.
3	<b>Dual-Effect Patterns</b>	Design enchantments with two effects. Custom patterns sell at 2x value.
4	<b>Pattern Library</b>	Store up to 10 custom patterns. Share patterns with staff for automated inscribing.
5	<b>Grand Theorem</b>	Design legendary enchantments. Custom patterns can have 3 effects. Named masterworks.

# Chapter 6: Locations & Regions

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## Cindervale

A quiet mountain village built atop the ancient Heartforge. Rich forests and deep caves surround you.

## Ashfall Crossing

A bustling desert trading post at the crossroads of three caravan routes. Harsh terrain, fierce competition, but unmatched trade access.

## Tidecrest Harbor

A weathered port town built into sea cliffs. Coral reefs, sunken ships, and an ancient drowned temple lie beneath the waves.

The game features 3 locations, each with 8 foraging regions (difficulty 1-5). Each region has 3 foraging sites with weighted ingredient tables. Total ingredients: 237.

### Cartographer Hidden Areas

Characters with the Cartographer prestige class discover hidden sub-areas containing unique ingredients. Mapping a hidden area automatically teaches associated elixir recipes and enchantments. Elixirs are personal buff potions brewed from the Elixir Cabinet.

# Chapter 7: Factions & Alignment

Each location has its own friendly factions. Build reputation through quests. Faction resources can be foraged from thematic regions in their home location.

## Faction Alignment

At Revered (tier 5) with a completed 3-quest chain, align with a faction for a powerful exclusive bonus. Alignment is purely additive — no reputation is lost from other factions.

## Cindervale Factions

### Ashwardens

**Friendly: Guarded Zones** — Unlock Ashwarden-guarded foraging zones.

**Trusted: Protection Recipes** — Unlock Ashwarden protection recipes.

**Honored: Warden Sigils** — Quests occasionally reward bonus Warden Sigils.

**Revered: Elite Contracts** — +20% gold from all quest rewards.

**Exalted: Defender** — +1 to all craft checks. Protection enchants cost -1 ingredient.

**Alignment: Ashwarden Defender** — +20% forage yield, +1 craft bonus, protection enchants cost -1 ingredient.

### Hearthkeepers

**Friendly: Purification** — +10% potion sale value.

**Trusted: Holy Recipes** — Unlock Hearthkeeper holy recipes.

**Honored: Sacred Embers** — Quests occasionally reward bonus Sacred Embers.

**Revered: Temple Healing** — Restore 1 Energy when completing a quest.

**Exalted: Keeper** — +10% XP from all sources.

**Alignment: Hearthkeeper Devotee** — +15% potion value, +15% XP from all sources, +15% staff efficiency.

### Veilwalkers

**Friendly: Arcane ID** — +5% enchantment success chance.

**Trusted: Rare Formulas** — Unlock Veilwalker rare formulas.

**Honored: Veil Shards** — Quests occasionally reward bonus Veil Shards.

**Revered: Library** — +15% recipe & enchantment discovery chance.

**Exalted: Veilseer** — Research studies cost 1 fewer hour. See enchant success %.

**Alignment: Veilseer** — +25% enchant success, +20% discovery chance, research -1h.

### Cinderfolk

**Friendly: Ore Discounts** — -10% on all shop purchases.

**Trusted: Rare Minerals** — Unlocks Deep Mines. Unlock Cinderfolk rare mineral recipes.

**Honored: Deep Crystals** — Quests occasionally reward bonus Deep Crystals.

**Revered: Mining Crew** — Foraging expeditions yield +1 extra item.

**Exalted: Stone Sibling** — +25% rare find chance on expeditions.

**Alignment: Stone Sibling** — -20% shop prices, +2 forage yield, +40% rare find chance.

# Ashfall Crossing Factions

## Sand Merchants Guild

Friendly: **Trade License** — Guild wholesale prices.

Trusted: **Caravan Routes** — Exotic ingredients in shop.

Honored: **Master Trader** — +10% potion value, +15% customer pay.

Alignment: **Guild Merchant** — +20% sell, rare procurement.

## Flamekeepers

Friendly: **Temple Access** — Unlocks Oasis Grove.

Trusted: **Sacred Rites** — +2 research, +1 craft.

Honored: **Eternal Flame** — All checks +1. +1 Energy on quest.

Alignment: **Flamekeeper Acolyte** — +15% XP, free herbs, +1 Energy.

## Dustwalkers

Friendly: **Trail Knowledge** — Travel time -1 Ashfall regions.

Trusted: **Desert Sense** — +30% danger reduction. Unlocks Mirage Bazaar.

Honored: **Pathfinder** — Target no yield penalty. +50% discovery.

Alignment: **Dustwalker Scout** — +2 extraction, danger reduced, +1 Energy.

# Tidecrest Harbor Factions

## Harbormaster's Guild

Friendly: **Dock Access** — +10% gold from all sales.

Trusted: **Naval Escort** — Unlocks Abyssal Trench. +20% danger reduction.

Honored: **Harbor Seal** — Quests occasionally reward Harbor Seals.

Revered: **Fleet Commander** — Supply chains +25% income.

Exalted: **Admiral's Trust** — +2 all checks. Free daily patrol.

Alignment: **Admiral's Trust** — +15% sell prices, +2 combat, +1 Energy.

## Pearl Divers

Friendly: **Reef Guide** — Unlocks Coral Labyrinth.

Trusted: **Breath Training** — +1 expedition yield. -1 travel time.

Honored: **Pearl Harvest** — Quests occasionally reward Diver Tokens.

Revered: **Pressure Sense** — Target no yield penalty. +30% discovery.

Exalted: **Deep Diver** — +50% rare find chance. See hidden site hints.

Alignment: **Deep Diver** — +2 extraction, +40% rare find, +1 Energy.

## Tidekeepers

Friendly: **Tidal Blessing** — +5% XP from all sources.

Trusted: **Sacred Waters** — +2 research, +1 craft.

Honored: **Tidekeeper Sigils** — Quests occasionally reward Tidekeeper Sigils.

Revered: **Oracle's Sight** — +15% recipe & enchantment discovery.

Exalted: **Tidebound** — Research -1 hour. See enchant success %.

Alignment: **Tidebound** — +15% XP, free daily herbs, +1 Energy.

## Merchant Marine

Friendly: **Trade Discount** — -10% on all shop purchases.

Trusted: **Shipping Lanes** — Unlock Merchant Marine trade recipes.

Honored: **Trade Manifests** — Quests occasionally reward Trade Manifests.

Revered: **Trade Fleet** — Foraging expeditions yield +1 extra item.

Exalted: **Fleet Master** — +25% rare find chance on expeditions.

Alignment: **Fleet Master** — -20% shop prices, +2 forage yield, +40% rare find.

# Chapter 8: Core Game Systems

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## **Brewing**

Combine ingredients to brew potions. Each recipe has a DC, stat, and ingredient list. Roll skill + modifier vs DC. Quality tiers (Standard, Fine, Masterwork, Grandmaster) require extra ingredients and higher DCs but sell for more. Mastery discounts reduce DC on frequently brewed recipes.

## **Enchanting**

Inscribe magical properties onto equipment using the Inscription skill. Customers arrive daily requesting specific enchantments.

## **Elixir Cabinet**

Elixir recipes produce personal buff potions granting temporary stat bonuses (2-5 days). Brewed and consumed from a dedicated cabinet in the workshop, separate from trade potions.

## **Foraging**

Expeditions into regions cost Energy and time. Each hour you roll Extraction vs region DC. Random events, companion encounters, and Cartographer discoveries occur during expeditions.

## **Research**

Spend 2 hours to discover new recipes or enchantments. Discovery chance scales with Innovation and Research skill ranks.

## **Staff**

Hire apprentices and assign tasks: brewing, foraging, shopkeeping, researching, constructing, or patrolling threats. Staff gain XP and level up. Set to Idle for March deployment.

## **Workshop Upgrades**

Purchase upgrades with gold and ingredients for passive bonuses. Some require prerequisites.

## **Threat System**

Three rival factions have threat levels 0-100. High threats cause negative events. Assign staff to patrol or build outposts to suppress threats.

# Chapter 9: The Hollow March

The Hollow March is the endgame invasion, triggered at display level 11. Waves of crises arrive every 3-7 days, each presenting multiple simultaneous crises threatening the settlement.

## Crisis System

Each wave presents 2-5 crises from 10 templates. Each crisis offers 4 solution paths tailored to different builds:

Path	Cost	Check?	Best For
Brew Solution	2-7 specific potions	Skill vs DC 15-24	Alchemist builds
Enchant/Ward	1-4 Energy	Inscription check	Enchanter builds
Combat/Lead	1-4 Energy	Discipline check	Warden builds
Gold Solution	140-1,480g	Auto-success	Any build (expensive)

### Failure Consequences (per unresolved crisis):

Threat spikes (+14 to +32), guaranteed staff injuries (3 days), loss of 3-8 rare ingredients, gold looting, and at wave 6+ random upgrade disabling.

### Milestones

**5 Waves Cleared:** Pass the Torch unlocked.

**10 Waves Cleared:** Final Stand available — 6-crisis gauntlet, need 4/6. Rewards: +3,000 XP, +800g, threats capped at 25.

**Every 3rd Wave:** Unique March-exclusive recipe unlocked.

# Chapter 10: Pass the Torch & Legacy

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After clearing 5 waves of the Hollow March, pass the torch to an apprentice and start a new generation.

## Torch Flow

**Step 1 — Choose Successor:** Select one of your hired apprentices as the next player character.

**Step 2 — Choose Heirloom:** Pass one workshop upgrade to your apprentice, pre-built from Day 1.

**Step 3 — Choose Legacy Feature:** Select one specialization or prestige feature chain. Your apprentice gains ALL features in that chain permanently, with merged effects.

**Step 4 — Choose Location:** Start at Cindervale, Ashfall Crossing, or Tidecrest Harbor.

## What Carries Over

**Gold:** 15% of current gold (capped at 150g)

**Recipes:** Top 3 most-brewed recipes

**Faction Rep:** 1/3 of all faction reputation

**Museum:** Full Antiquarian museum collection

**Mentor Bonus:** +1 per generation based on highest class (capped at +3 per type)

**Legacy Feature:** Selected spec/prestige feature chain, permanently active

### Lineage Bonuses

**Family Business Network:** Daily passive gold income based on each ancestor's level and potions brewed.

**Seasonal Family Caravan:** If a previous generation played at a different location, seasonal caravans deliver ingredients from that location.

*Build your workshop. Master your craft. Shape the world.*

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Cindervale Alchemist v5.3 — Tidecrest Expansion